NEON-2000-JT2 Series

Function Library Reference



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Revision History

Revision	Release Date	Description of Change(s)
1.0	2020-04-06	Initial release
1.1	2020-06-09	Update product name to NEON-2000-JT2

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Preface

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Conventions

Take note of the following conventions used throughout this manual to make sure that users perform certain tasks and instructions properly.



Additional information, aids, and tips that help users perform tasks.



Information to prevent ***minor*** physical injury, component damage, data loss, and/or program corruption when trying to complete a task.



Information to prevent ***serious*** physical injury, component damage, data loss, and/or program corruption when trying to complete a specific task.

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1 Introduction

The NEON-2000-JT2 Function Library Reference provides necessary API details, where functions can develop applications in C/C++. Once the driver is installed, functions can be directly called with the Neon SDK.

Example:

```
#include "Neon.h"
using namespace std;
char buffer[256];
if (Neon_GetDeviceInfo(buffer, sizeof
  (buffer)) != COMMON_ERROR) cout << buffer
  << endl;
...
```

For more examples, refer to the sample code.

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1.1 Setting Up the Neon SDK

Use the following steps to set up the Neon SDK.

1. **Install the Neon SDK:**

   sudo dpkg -i NeonSDK.deb

2. **Set the file paths:**

   - ▷ libraries at **/usr/lib/Neon**
   - ▷ headers at **/usr/include/Neon/Neon.h**
   - ▷ samples at **/usr/src/Neon/Sample/Neon_Information**, **/usr/src/Neon/ Sample/Neon_Setting**

3. **Build Neon_Information Sample:**

   #cd /usr/src/Neon/Sample/Neon_Information

   #make

4. **Build Neon_Setting Sample:**

   #cd /usr/src/Neon/Sample/Neon_Setting

   #make

5. **Run Neon_Setting Sample:**

   #cd /usr/src/Neon/Sample/Neon_Information

   #sudo ./NeonInformation

6. **Neon_Setting Help:**
   Execute the application with no parameters.

   #cd /usr/src/Neon/Sample/Neon_Setting

   #sudo ./NeonSet

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2 Function Library

2.1 List of Functions

Category	Function
Device Control	Neon_GetDeviceInfo
DIO	Neon_GetDINums
	Neon_GetDONums
	Neon_SetDOState
	Neon_GetDOState
	Neon_GetDIState
	Neon_GetDI0Config
	Neon_SetDI0Config
	Neon_GetDO0Config
	Neon_SetDO0Config
	Neon_SetStrobeOutEnable
	Neon_GetStrobeOutEnable
	Neon_SetStrobeOutDelay
	Neon_GetStrobeOutDelay
	Neon_SetStrobeOutPulseWidth
	Neon_GetStrobeOutPulseWidth
	Neon SetExposureDelay
	Neon GetExposureDelay
	Neon_SetDebounceTime
	Neon_GetDebounceTime

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2.2 Function Library

2.2.1 Device Control Function

Neon_GetDeviceInfo

Retrieves device information.

Syntax

C/C++

```
int Neon_GetDeviceInfo (char* sVersion, int
iSize)
```

Parameter(s)

sVersion:

An allocated buffer must be assigned to read the device version. The device information format is:

[Device1 Name]:[Version]

[Device2 Name]:[Version]

…

Each device description is separated by a break line character '\n'

iSize:

The number of "sVersion" bytes. The suggested size is 256.

Return Code

Returns true if successful, otherwise neon_ERROR.

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2.2.2 DIO Functions

Neon_GetDINums

Retrieves the number of DIs.

Syntax

C/C++

```
int Neon_GetDINums (unsigned int* iCounts)
```

Parameter(s)

iCounts:

Returns the number of DIs.

Return Code

Returns true if successful, otherwise returns COMMON_ERROR.

Neon_GetDONums

Retrieves the number of DOs.

Syntax

C/C++

```
int Neon_GetDONums (unsigned int* iCounts)
```

Parameter(s)

iCounts:

Returns the number of DOs.

Return Code

Returns true if successful, otherwise COMMON_ERROR.

Neon_SetDOState

Turns DO on or off.

Syntax

C/C++

```
int Neon_SetDOState (unsigned int iIndex, int
iState)
```

Parameter(s)

iIndex:

Sets the Index of the DO; zero-based.

iState:

Sets the state of the DO: 1 is on, 0 is off.

e.g. Neon_SetDOState (0,1) -> Sets DO channel 1 to on

Return Code

Returns true if successful, otherwise COMMON_ERROR.

Neon_GetDOState

Gets the DO's state.

Syntax

C/C++

```
int Neon_GetDOState (unsigned int iIndex, int*
iState)
```

Parameter(s)

iIndex:

Sets the Index of the DO; zero-based. (Only one DO state can be read in the NEON-2000-JT2.)

iState:

Gets the state of the DO: 1 is on, 0 is off.

Return Code

Returns true if successful, otherwise COMMON_ERROR.

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Neon_GetDIState

Gets the DI's state.

Syntax

C/C++

```
int Neon_GetDIState (unsigned int iIndex, int*
iState)
```

Parameter(s)

iIndex:

Sets the Index of the DI; zero-based.

iState:

Gets the state of the DI: 1 is on, 0 is off.

Return Code

Returns true if successful, otherwise COMMON_ERROR.

Neon_GetDI0Config

Gets the DI0 config type.

Syntax

C/C++

```
int Neon_GetDI0Config (int* iCfg_type)
```

Parameter(s)

iCfg_type:

The config type value can be 0 or 1. Use the following enumeration to define the value.

```
enum DI_CONFIGTYPE
{
    DI_CONFIGTYPE_TRIGGER=0,
    DI_CONFIGTYPE_DIGITAL,
    DI_CONFIGTYPE_MAXIMUM
};
```

Return Code

Returns true if successful, otherwise COMMON_ERROR.

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Neon_SetDI0Config

Sets the DI0 config type.

Syntax

C/C++

```
int Neon_SetDI0Config (int iCfg_type)
```

Parameter(s)

iCfg_type:

The config type value can be 0 or 1. Use the following enumeration to define the value.

```
enum DI_CONFIGTYPE
{
    DI_CONFIGTYPE_TRIGGER=0,
    DI_CONFIGTYPE_DIGITAL,
    DI_CONFIGTYPE_MAXIMUM
};
```

Return Code

Returns true if successful, otherwise COMMON_ERROR.

Neon_GetDO0Config

Gets the DO0 config type.

Syntax

C/C++

```
int Neon_GetDO0Config (int* iCfg_type)
```

Parameter(s)

iCfg_type:

The config type value can be 0 or 1. Use the following enumeration to define the value.

```
enum DO_CONFIGTYPE
{
    DO_CONFIGTYPE_TRIGGER=0,
    DO_CONFIGTYPE_DIGITAL,
    DO_CONFIGTYPE_MAXIMUM
};
```

Return Code

Returns true if successful, otherwise COMMON_ERROR.

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Neon_SetDO0Config

Sets the DO0 config type.

Syntax

C/C++

```
int Neon_SetDO0Config (int iCfg_type)
```

Parameter(s)

iCfg_type:

The config type value can be 0 or 1. Use the following enumeration to define the value.

enum DO_CONFIGTYPE

{

DO_CONFIGTYPE_TRIGGER=0,

DO_CONFIGTYPE_DIGITAL,

DO_CONFIGTYPE_MAXIMUM

};

Return Code

Returns true if successful, otherwise COMMON_ERROR.

Neon_SetStrobeOutEnable

Enables/disables the strobe out trigger.

Syntax

C/C++

```
int Neon_SetStrobeOutEnable(int iEnable)
```

Parameter(s)

iEnable:

1 = enable, 0 = disable.

Return Code

Returns true if successful, otherwise COMMON_ERROR.

Neon_GetStrobeOutEnable

Gets the enabled state of the strobe out trigger.

Syntax

C/C++

```
int Neon_GetStrobeOutEnable(int* iEnable)
```

Parameter(s)

iEnable:

Returns the enabled state.

Return Code

Returns true if successful, otherwise COMMON_ERROR.

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Neon_SetStrobeOutDelay

Sets the delay time of the strobe out in microseconds.

Syntax

C/C++

```
int Neon_SetStrobeOutDelay (unsigned int
iMicrosecond)
```

Parameter(s)

iMicrosecond:

The number of microseconds for the strobe out delay.

(0 - 4294967295, map to 1 - 4294967296 µs)

Return Code

Returns true if successful, otherwise COMMON_ERROR.

Neon_GetStrobeOutDelay

Gets the delay time of the strobe out in microseconds.

Syntax

C/C++

```
int Neon_GetStrobeOutDelay (unsigned int* iMi-
crosecond)
```

Parameter(s)

iMicrosecond:

Returns the number of microseconds of the strobe out delay.

Return Code

Returns true if successful, otherwise COMMON_ERROR.

Neon_SetStrobeOutPulseWidth

Sets the pulse width of the strobe out in microseconds.

Syntax

C/C++

```
int Neon_SetStrobeOutPulseWidth (unsigned int
iMicrosecond)
```

Parameter(s)

iMicrosecond:

The number of microseconds for the strobe out pulse width.

(0 - 4294967295, map to 1 - 4294967296 μs)

Return Code

Returns true if successful, otherwise COMMON_ERROR.

Neon_GetStrobeOutPulseWidth

Gets the pulse width of the strobe out in microseconds.

Syntax

C/C++

```
int Neon_GetStrobeOutPulseWidth (unsigned int*
iMicrosecond)
```

Parameter(s)

iMicrosecond:

Returns the number of microseconds of the strobe out pulse width.

Return Code

Returns true if successful, otherwise COMMON_ERROR.

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Neon_SetExposureDelay

Sets the delay time of the exposure in microseconds.

Syntax

C/C++

```
int Neon_SetExposureDelay (unsigned int
iMicrosecond)
```

Parameter(s)

iMicrosecond:

The number of microseconds for the exposure delay.

(0 - 4294967295 µs)

Return Code

Returns true if successful, otherwise COMMON_ERROR.

Neon_GetExposureDelay

Gets the delay time of the exposure in microseconds.

Syntax

C/C++

```
int Neon_GetExposureDelay (unsigned int*
iMicrosecond)
```

Parameter(s)

iMicrosecond:

Returns the number of microseconds of the exposure delay.

Return Code

Returns true if successful, otherwise COMMON_ERROR.

Neon_SetDebounceTime

Sets the debounce time.

Syntax

C/C++

```
int Neon_SetDebounceTime(unsigned int
iNtimes40ns)
```

Parameter(s)

iNtimes40ns:

The number of microseconds for setting debounce time.

(0 - 16777215, 0 is bypass; others (1 - 16777215) * 40ns)

Return Code

Returns true if successful, otherwise COMMON_ERROR.

Neon_GetDebounceTime

Gets the debounce time.

Syntax

C/C++

```
int Neon_GetDebounceTime(unsigned int*
iNtimes40ns)
```

Parameter(s)

iNtimes40ns:

Returns the number of microseconds of debounce time.

Return Code

Returns true if successful, otherwise COMMON_ERROR.

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Important Safety Instructions

For user safety, please read and follow all instructions, Warnings, Cautions, and Notes marked in this manual and on the associated device before handling/operating the device, to avoid injury or damage.

S'il vous plaît prêter attention stricte à tous les avertissements et mises en garde figurant sur l'appareil , pour éviter des blessures ou des dommages.

- Read these safety instructions carefully
- Keep the User's Manual for future reference
- Read the Specifications section of this manual for detailed information on the recommended operating environment
- The device can be operated at an ambient temperature of 55ºC (with DC supply) and 50ºC (with adapter supply);
- When installing/mounting or uninstalling/removing device; or when removal of a chassis cover is required for user servicing:
  - Turn off power and unplug any power cords/cables
  - Reinstall all chassis covers before restoring power
- To avoid electrical shock and/or damage to device:
  - Keep device away from water or liquid sources
  - Keep device away from high heat or humidity
  - Keep device properly ventilated (do not block or cover ventilation openings)
  - Always use recommended voltage and power source settings
  - Always install and operate device near an easily accessible electrical outlet
  - Secure the power cord (do not place any object on/over the power cord)
  - Only install/attach and operate device on stable surfaces and/or recommended mountings
- If the device will not be used for long periods of time, turn off and unplug from its power source

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- Never attempt to repair the device, which should only be serviced by qualified technical personnel using suitable tools
- A Lithium-type battery may be provided for uninterrupted backup or emergency power.



Risk of explosion if battery is replaced with one of an incorrect type; please dispose of used batteries appropriately.
Risque d'explosion si la pile est remplacée par une autre de type incorrect. Veuillez jeter les piles usagées de façon appropriée.

- The device must be serviced by authorized technicians when:
  - The power cord or plug is damaged
  - Liquid has entered the device interior
  - The device has been exposed to high humidity and/or moisture
  - The device is not functioning or does not function according to the User's Manual
  - The device has been dropped and/or damaged and/or shows obvious signs of breakage
- Disconnect the power supply cord before loosening the thumbscrews and always fasten the thumbscrews with a screwdriver before starting the system up
- It is recommended that the device be installed only in a server room or computer room where access is:
  - Restricted to qualified service personnel or users familiar with restrictions applied to the location, reasons therefor, and any precautions required
  - Only afforded by the use of a tool or lock and key, or other means of security, and controlled by the authority responsible for the location
- If PoE (Power over Ethernet) is enabled for the device, the system can ONLY be deployed indoors. Unless otherwise noted, the PoE system is NOT designed to withstand the rigors of outdoor use.

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	**BURN HAZARD** Touching this surface could result in bodily injury. To reduce risk, allow the surface to cool before touching. ***RISQUE DE BRÛLURES*** *Ne touchez pas cette surface, cela pourrait entraîner des blessures.* *Pour éviter tout danger, laissez la surface refroidir avant de la toucher.*

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Getting Service

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